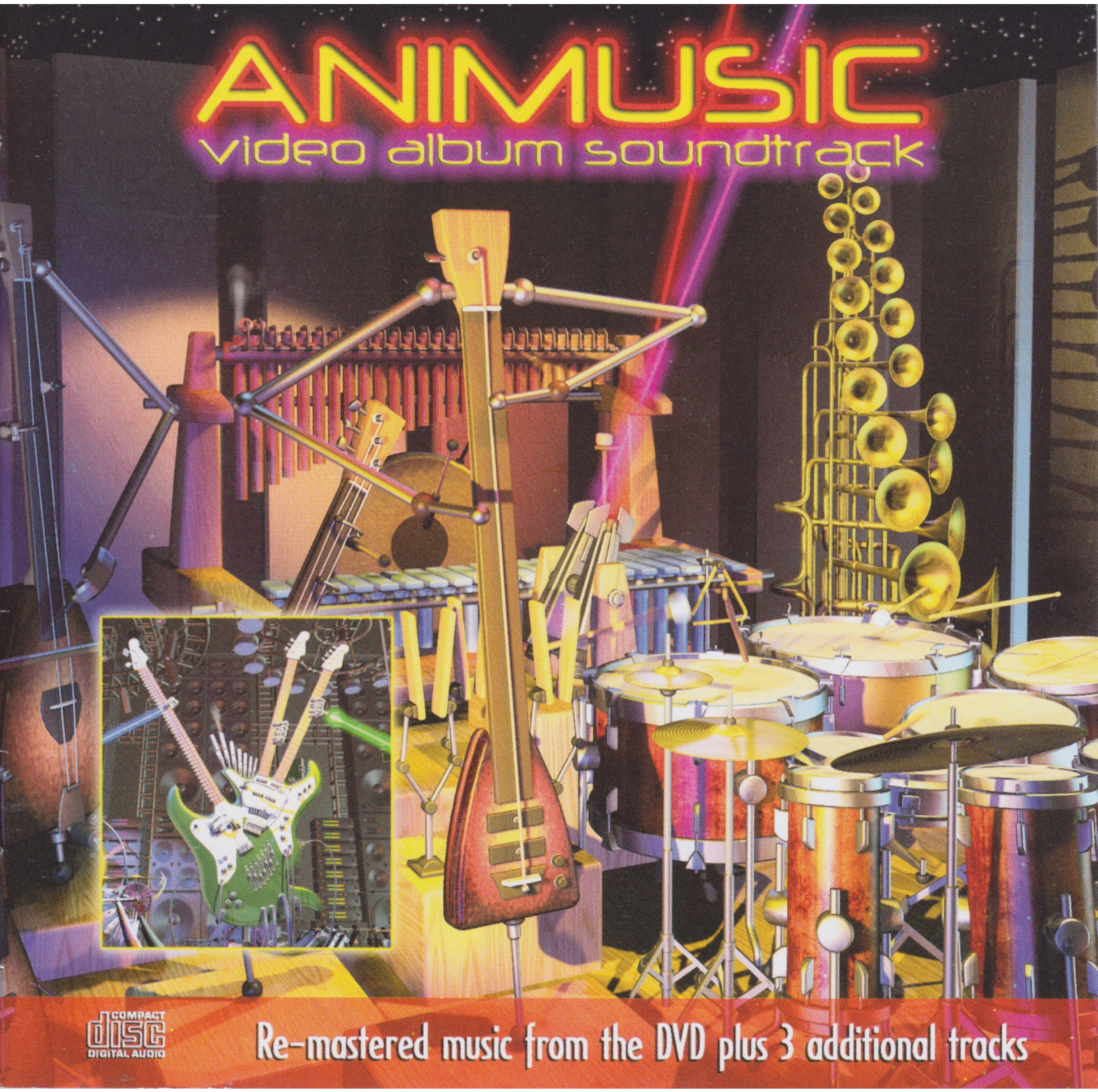

ANIMUSIC
video album soundtrack
COMPACT
disc
DIGITAL AUDIO
Re-mastered music from the DVD plus 3 additional tracks

The music on this CD is a re-mix and re-mastering of the music from Animusic's debut DVD (codename "Animusic-1"), plus three additional tracks. The pieces from 1995 were originally created for what was to be an audio CD project. Although I had been creating music animation since 1989, at that time I did not intend to animate those pieces. For one thing, I hadn't figured out how to animate stringed instruments such as guitars, basses, and violins, and most them featured such instruments.

The more I became immersed in computer animation, the farther onto the back burner the CD project was pushed. Eventually the back burner was turned off. When we began production on Animusic-1, I figured I'd custom-write all the music for the graphics scenes we were building. In fact, Acoustic Curves was the first such piece, being the first animation we created for the video album. Aqua Harp was also among the first animations, with freshly written music. But then it began to occur to me that I had these pieces from 1995 that I'd put huge amounts of time into, and the animated stringed instrument prototypes were starting to pan out nicely, so I decided to go ahead and animate some of these pre-existing pieces.

I had mixes of each piece on DAT (Digital Audio Tape – ok, ok, in the DVD Director's Commentary I describe DAT as "Digital Analog Tape", proving once and for all that caffeine is not a good substitute for sleep. Funny thing though, I didn't sleep enough last night either and just finish my second delicious cappuccino which tends to cause me to go on these wild tangents and…) and MIDI files of the music. In certain cases I wanted to change the instrumentation just a little, so I layered a new synth part on top of the DAT mix, and re-mixed with a little sweetening with EQ, compression, reverb, etc.

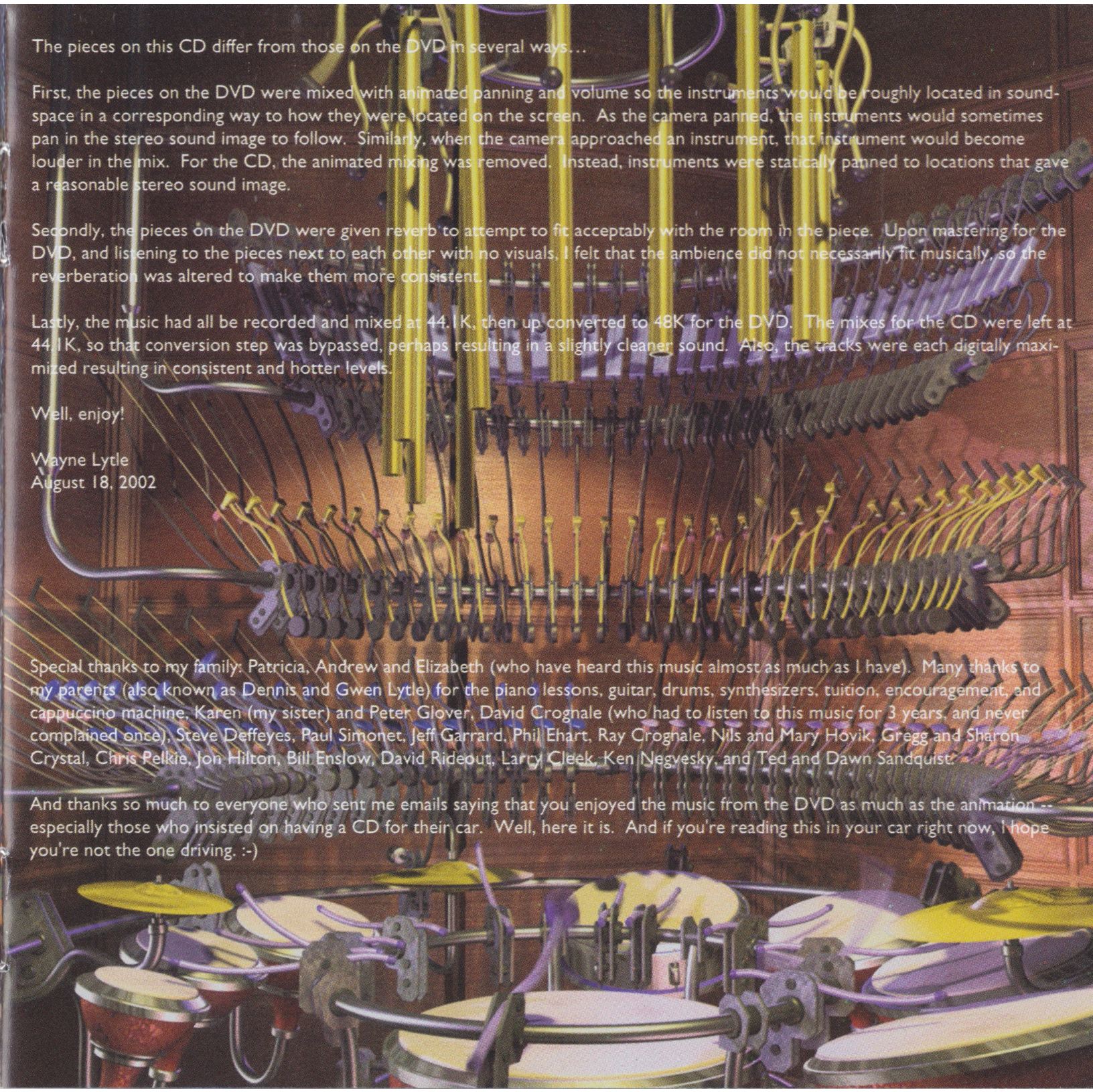
One example of a redone part is the short vibes segment in Future Retro. Originally it had been a piano, which sounded fine in the music mix, but in the animation I wanted vibes in the percussion set (a piano wouldn't have fit the look), so I layered vibes on top of the piano. You may be able to hear the original piano part lying below the vibes in the mix. Another example of this is the flute sound, which was originally too mellow and synthy in the original mix, and didn't fit with the steam blowing out of the pipes. I layered a chiffy flute sound on top and brought it up in the mix for the close-ups of the flute on top of the guitar. If you don't have the DVD, you have no idea what I'm talking about. Maybe the pictures help.

All the instrument sounds are synthesized (well, if you're being technical, they're either from synths or samplers). All guitars are synthesizers processed through guitar effects and vintage tube amplification gear. I've always wished I was a guitarist...apparently the therapy hasn't helped.

All pieces were sequenced with Mark of the Unicorn Digital Performer running on various Apple's. The keyboards and modules used include a Roland D-70, Yamaha DX-7, Clavia Nord Lead 2, Emu Protius-1, Emu UltraProtius, Roland R8-M, Kurzweil K2000R, Kurzweil 1000GX, Roland D-550, a custom hybrid Ensoniq module, and some software modules from Propellerhead's Reason. I'm sure I'm forgetting something. People sometimes ask me why I used all that old gear, and why don't I get some new stuff. I used the old gear because that's what I had back then (it wasn't quite as old in 1995), and I have gotten some new stuff. So there.

For all the 1995 pieces, everything was mixed to DAT through a 32-channel Soundcraft Spirit console (analog) for that warm British EQ and lovely hiss sound. For all the pieces completed in 2001, everything was mixed right to wave files in Digital Performer. All pieces were then brought into Steinberg WaveLab 4.0 for sweetening and mastering for CD. By then the pieces had all been processed so many times they were begging for mercy. Never again will I take such a circuitous route to creating music. In fact, my new studio contains absolutely none of my old gear, and involves a totally new approach…stay tuned…

Well, to wrap up the story, enough people have asked for a CD of the soundtrack for Animusic-1 that I decided to go ahead and re-mix and re-master for CD. But since only seven pieces would make for a pretty short CD, I decided to throw on the other three pieces from 1995. So this brings me back to the originally shelved CD project, which is now complete. In a way, this CD is seven years late...but it's done, and soon I move on to the new stuff…



The pieces on this CD differ from those on the DVD in several ways…

First, the pieces on the DVD were mixed with animated panning and volume so the instruments would be roughly located in sound-space in a corresponding way to how they were located on the screen. As the camera panned, the instruments would sometimes pan in the stereo sound image to follow. Similarly, when the camera approached an instrument, that instrument would become louder in the mix. For the CD, the animated mixing was removed. Instead, instruments were statically panned to locations that gave a reasonable stereo sound image.

Secondly, the pieces on the DVD were given reverb to attempt to fit acceptably with the room in the piece. Upon mastering for the DVD, and listening to the pieces next to each other with no visuals, I felt that the ambience did not necessarily fit musically, so the reverberation was altered to make them more consistent.

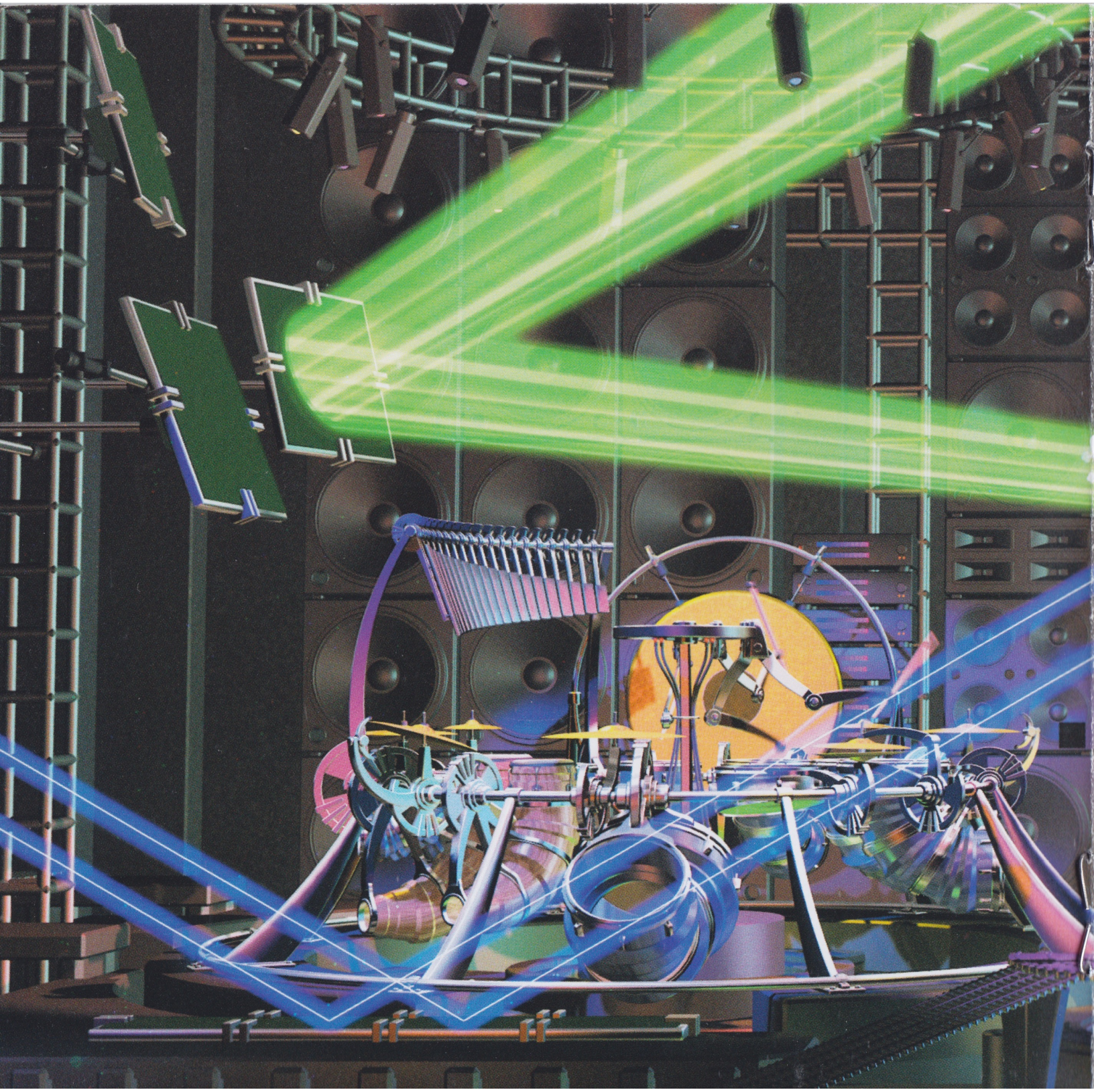
Lastly, the music had all be recorded and mixed at 44.1K, then up converted to 48K for the DVD. The mixes for the CD were left at 44.1K, so that conversion step was bypassed, perhaps resulting in a slightly cleaner sound. Also, the tracks were each digitally maximized resulting in consistent and hotter levels.

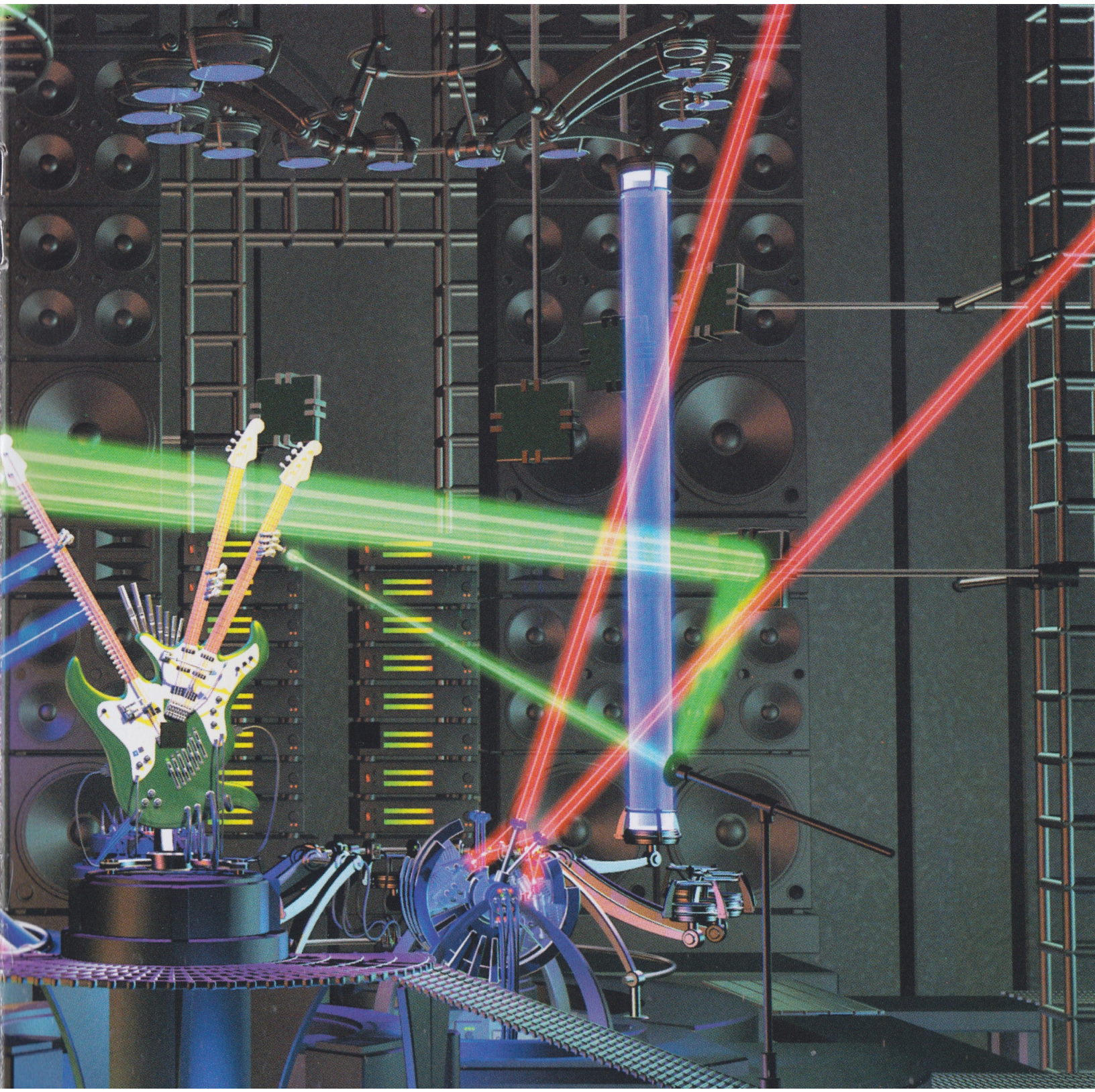
Well, enjoy!

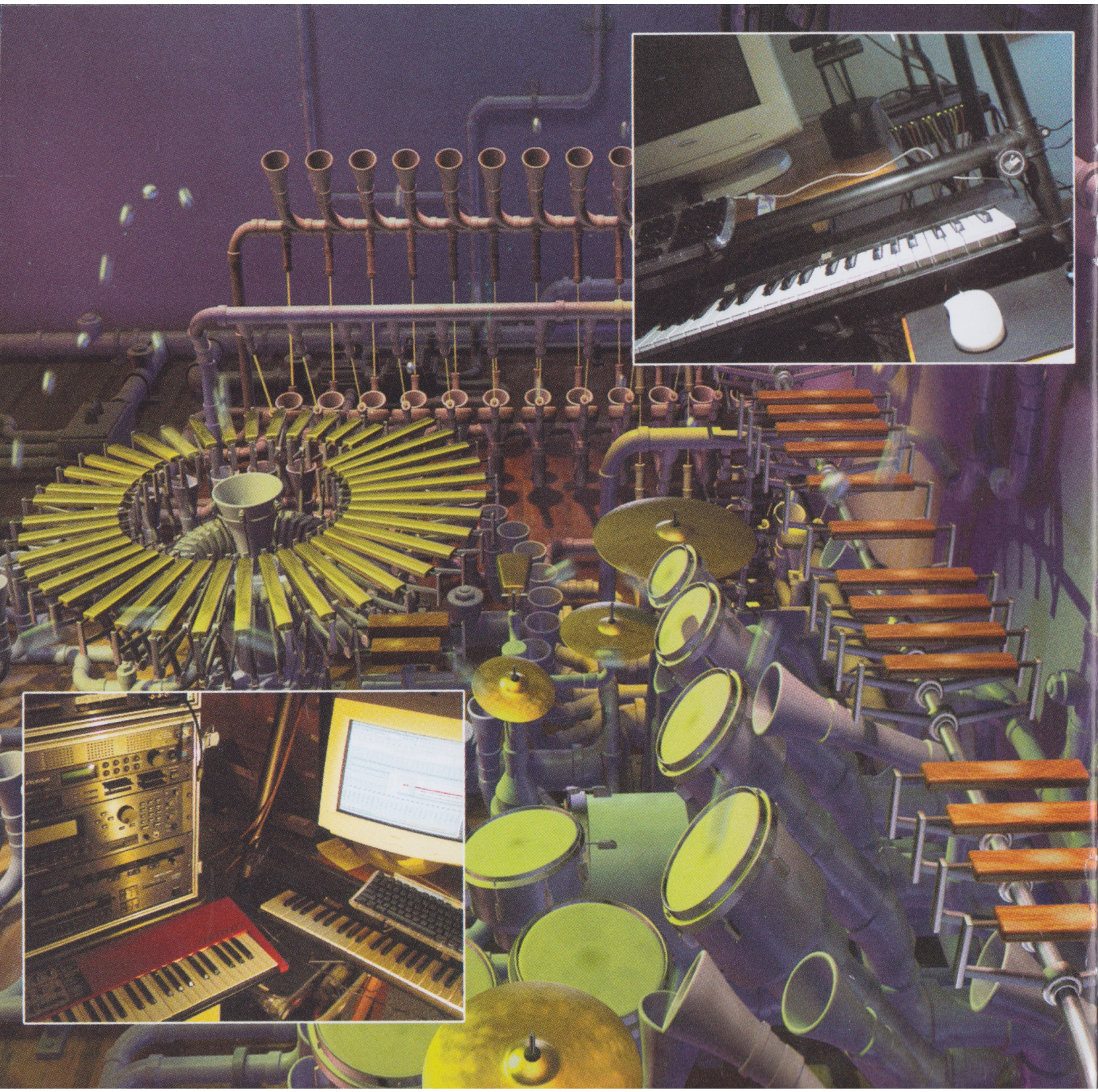
Wayne Lytle
August 18, 2002

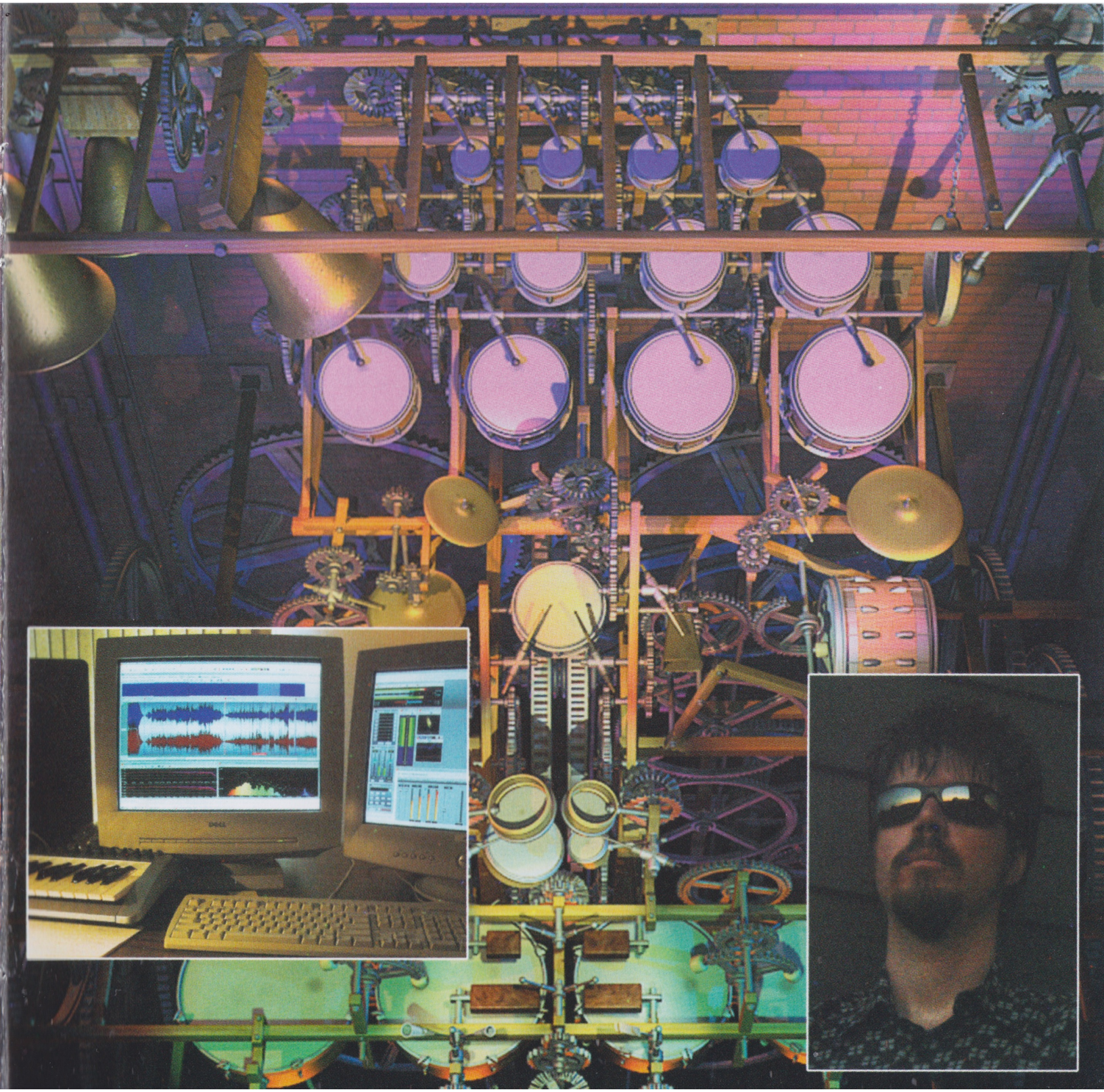
Special thanks to my family: Patricia, Andrew and Elizabeth (who have heard this music almost as much as I have). Many thanks to my parents (also known as Dennis and Gwen Lytle) for the piano lessons, guitar, drums, synthesizers, tuition, encouragement, and cappuccino machine. Karen (my sister) and Peter Glover, David Crognale (who had to listen to this music for 3 years, and never complained once), Steve Deffeyes, Paul Simonet, Jeff Garrard, Phil Ehart, Ray Crognale, Nils and Mary Hovik, Gregg and Sharon Crystal, Chris Pelkie, Jon Hilton, Bill Enslow, David Rideout, Larry Cleek, Ken Negvesky, and Ted and Dawn Sandquist.

And thanks so much to everyone who sent me emails saying that you enjoyed the music from the DVD as much as the animation -- especially those who insisted on having a CD for their car. Well, here it is. And if you're reading this in your car right now, I hope you're not the one driving. :-)









1. FUTURE RETRO - 4:24 (1995, enhanced in 2000) on DVD: #1
2. STICK FIGURES - 5:19 (1995, completely redone in 2001) #2
3. AQUA HARP - 3:47 (1999, written for animation) #3
4. DRUM MACHINE - 3:20 (2000, written for animation) #4
5. SEVENTH ALLOY - 4:26 (1995, not yet animated)
6. PIPE DREAM - 3:22 (2001, written for animation) #5
7. ACOUSTIC CURVES - 5:28 (1999, written for animation) #6
8. A SLIGHT DELAY - 6:06 (1995, not yet animated)
9. THE HARVESTER - 5:39 (1995, not yet animated)
10. HARMONIC VOLTAGE - 6:46 (1995, extended ending in 2001) #7

ALL MUSIC WRITTEN AND RECORDED BY WAYNE LYTLE

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